

AMENDMENTS TO THE CLAIMS

1-3. (Cancelled)

4. (Previously Presented) A game process, comprising:
rule means for defining a goal and a series of actions of play for achieving the goal
between two or more players;
component means for generating a model for one player from multiple components
without use of glue or permanent fasteners, wherein at least some of the
multiple components may be readily removed and reattached to the model;
at least one accessory means for furthering the game goal under at least some of
the series of actions of play, wherein the accessory may be readily removed
and reattached to the model;
means for generating a random value and furthering the goal under at least some of
the series of actions of play between the two or more players; and
wherein the game process includes,
upon occurrence of an negative event, removing the accessory or one of the
multiple components of the model by one of the players, or
replacing the accessory or one of the multiple components of the model with
a substitute accessory or component, respectively.

5. (Previously Presented) The game process of claim 4, wherein the accessory
means further comprises:
weapon means for inflicting damage on an opponent player's model or accessory
means under the rule means and in furtherance of the goal, and wherein the
weapon means is configured to be removably secured to the model; and
armor means for protecting the model against damage inflicted by the weapon
means, and wherein the armor means is configured to be removably secured
to the model.

6. (Previously Presented) The game process of claim 4 wherein the means for generating a random value generates a random number when actuated, and wherein the means for generating a random value is composed of three or more pieces manually assembled by one of the players, without use of glue or permanent fasteners, and in a manner similar to how the component means for generating a model is assembled from the multiple components.

7. (Previously Presented) The game process of claim 4 wherein the multiple components and the at least one accessory means are formed within a panel of planar, substantially rigid material, and may be manually removed from the panel.

8. (Previously Presented) The game process of claim 4, wherein the multiple components, the means for generating a random value, and the at least one accessory means are packaged for distribution as a unit, and wherein the unit has one of at least three distribution categories, wherein the three distribution categories are common, uncommon and rare, which correspond respectively to three levels of distribution rarity.

9-14. (Cancelled)

15. (Currently Amended) A method of playing a game, comprising:
manually assembling a toy base from multiple components by at least one of two players of the game, wherein the multiple components of the toy base are formed as generally-planar pieces;
removably securing at least one accessory to a location on the toy base, wherein the accessory is used ~~to further game objectives~~ under predetermined rules of play;
generating a random number and playing the game according to the predetermined rules of play; ~~and~~

upon occurrence of an negative event under the predetermined rules of play, removing the accessory or one of the multiple components of the toy base, or replacing the accessory or one of the multiple components of the toy base with a substitute accessory or component, respectively; and repeating the generating a random number and the removing the accessory, under the predetermined rules of play, until one of the two players of the game wins the game at least in part because of the removing the accessory or one of the multiple components of the toy base, or replacing the accessory or one of the multiple components of the toy base with a substitute accessory or component.

16. (Original) The method of claim 15, further comprising customizing the toy base by substituting at least some of the multiple components with other components associated with another toy base.

17. (Original) The method of claim 15, further comprising manually assembling a random number generator from two or more pieces of substantially flat material.

18-20. (Cancelled)

21. (Currently Amended) A game process, comprising:
a set of rules of play under the game process; and
at least one model having multiple, manually removable parts, wherein the game process includes, under the rules of play,
beginning the model is in an assembled configuration, and
as the model loses points under the rules of play, removing at least some of the parts from the model, or replacing some of the parts with substitute parts on the model;

wherein the model is manually assembled into the assembled configuration from the multiple parts, and wherein at least some of the multiple parts are substantially flat.

22. (Previously Presented) The game process of claim 21, further comprising at least one piece of equipment and at least one random value generator, wherein the equipment is associated with a function under the rules of play, and wherein the function is associated with at least one predetermined value or symbol derived from the random value generator.

23. (Previously Presented) The game process of claim 21 wherein as the model loses at least one point under the rules of play, at least one of the parts is replaced with a corresponding substitute part on the model, wherein the substitute part depicts damage with respect to the replaced part.

24. (Previously Presented) The game process of claim 21 wherein the removable parts are configured with mating slots and grooves to be assembled by hand to create the model.

25. (Previously Presented) The game process of claim 21, further comprising:
a weapon accessory that may be manually and removably attached to the toy to provide damage to an opponent's toy under the rules of play; and
at least one armor accessory that may be manually and removably attached to the toy to defend against damage under the rules of play.

26. (Previously Presented) The game process of claim 21 wherein the model represents a vehicle or a robot.

27. (Previously Presented) The game process of claim 21, further comprising:
at least one accessory that may be manually and removably attached to the toy
and that provides a function under the rules of play; and
a random value generator associated with the at least one accessory, wherein the
accessory and value generator share a similar common color.
28. (Previously Presented) The game process of claim 21, further comprising:
at least one accessory that may be manually and removably attached to the toy
and that provides a function under the rules of play; and
a random value generator associated with the at least one accessory, wherein the
accessory and value generator have a common symbol visually present on
both the accessory and value generator.
29. (Previously Presented) The game process of claim 21, further comprising a
spinner for generating a random value under the rules of play, wherein the spinner
includes at least two pieces that are manually assembled by a player.
30. (Previously Presented) The game process of claim 21, further comprising a
die for generating a random value under the rules of play, wherein the die includes at least
two pieces that are manually assembled by a player.
31. (Previously Presented) The game process of claim 21, further comprising:
a complex random value generator having multiple pieces that are manually
assembled by a player; and
at least one accessory that may be manually and removably attached to the toy,
that provides a function under the rules of play, that is associated with the
complex random value generator, and that is distributed with the complex
random value generator in fewer quantities than other accessories with
associated random value generators.

32. (Previously Presented) The game process of claim 21, further comprising a random value generator for randomly generating one value from a set of values, and having multiple pieces that may be manually assembled by a player into a first configuration that provides a first set of odds associated the set of values, and into a second configuration that provides a second set of odds associated the set of values.

33. (Previously Presented) The game process of claim 21, further comprising a set of self-adhesive labels for customizing the toy.

34. (Previously Presented) The game process of claim 21 wherein the toy has a first set of graphics applied thereto, and wherein the game further comprises:

another toy substantially identical to the toy, but having a second set of graphics applied thereto.

35. (Previously Presented) The game process of claim 21 wherein the toy has a first set of graphics applied thereto, wherein the toy with the first set of graphics is distributed in fewer quantities than other toys with a second set of graphics.

36. (Previously Presented) The game process of claim 21, further comprising at least one armor accessory that may be manually and removably attached to the toy to defend against damage under the rules of play, wherein the armor includes a dial to track points.

37. (Previously Presented) The game process of claim 21, further comprising: first and second weapon accessories, wherein the first weapon provides a greater amount of damage than the second weapon, but wherein the first weapon more rarely inflicts damage than the second weapon.

38. (Previously Presented) The game process of claim 21, further comprising:
first and second weapon accessories that are respectively associated with differing
first and second ranges.

39. (Previously Presented) The game process of claim 21, further comprising:
at least one accessory; and
a pack enclosing at least the toy and accessory as a unit, and being randomly
collated from other toys and accessories in distribution.

40. (Previously Presented) The game process of claim 21, further comprising a
single stock keeping number associated with the toy and other distributed toys that are
related to the rules of play.

41. (Currently Amended) A game system associated with published rules of play
defining a game method, comprising:

at least one toy selected from a set of multiple toys,

wherein the toy is for use in the game and has at least two base parts and at least
one function part,

wherein the at least two base parts are configured to be manually assembled by a
user,

wherein the function part is configured to be manually attached to the assembled
base parts, and wherein the function part is employed under the rules of play;
and

wherein packaging for enclosing encloses the at least two base parts and the
function part as a unit for distribution or sale, wherein the packaging
obscures or does not convey to a purchaser which of the multiple toys is
enclosed within the packaging, and wherein each toy in the set of toys is
randomly distributed for sale; and

wherein the rules of play defining the game method comprises:

beginning a round of the game method with the at least two base parts manually assembled by the user and the function part manually attached to the assembled base parts, wherein the at least two base parts are formed from substantially flat material, and
when losing under the game method, removing at least one of the two base parts or the function part, or replacing one of the at least two base parts or function part with a substitute part.